

Experience

UI Designer / FE Developer (10/2007 ~ 6/2020)

1st Financial Bank USA, San Francisco, California

Lead designer and implementation architect for the information architecture and experiences across both B2C and B2B business offerings at 1FBUSA

- Creation & maintenance of product prototypes for the Bank's internal & customer facing websites & mobile apps.
- Managed multiple accessibility audits and subsequent remediation of FE code to conform to WCAG 2.x guidelines.
- Design, management & implementation of the mobile UI/UX for the customer facing financial website.
- Deep collaboration with Product Management to craft visual requirements to accompany use cases.
- Visual requirements as final FE code delivered to local & off-shore engineering teams.
- Performed UI code reviews on application deliverables from local & off-shore engineering teams.
- Tracked & advocated change-management solutions for coding deltas, bugs & enhancements.
- Managed local & off-shore direct reports and FE development resources in the delegation of UI tasks.
- Established & implemented a set of unified UI coding style & standards adopted by all engineering teams.
- Established & implemented a pipeline & process for FE deliverables from inception to production.
- Creation of comps & storyboards; pixel-perfect PSD/AI files, rough high-level wireframes, production-ready prototypes.

Lead QA Engineer (1/2002 ~ 10/2007)

1st Financial Bank USA, San Francisco, California

- Created & executed test cases against builds from local & off-shore development teams.
- Created & executed test cases against DB stored procedures, VRU systems, end-to-end online payments, VB apps.
- Created HTML examples of solutions to FE/UI defects, ultimately implemented for production.

Owner, Lead Design (1/2002 ~ 10/2007)

Edgehill Productions, Marin County, California

- Edgehill Productions was a web and graphic design company consulting in finished websites for a variety of clients.
- Created graphic designs for client websites, event fliers, and CD liner notes.
- Photography assignments, Quality Assurance audits.

Associate Producer (5/2000 ~ 10/2000)

LEGO Media, Novato, California / Bilund Denmark

- Worked with Lead Producer in the creation of children's software titles
- Interaction between 3rd party devs, in-house QA, EU vendors, localization efforts, musicians, and Danish stakeholders.
- Vastly improved my LEGO collection.

Lead QA Engineer (8/1999 ~ 6/2000)

Goodhome.com, San Rafael, CA / La Habra, CA

- Quality & consistency of weekly updates to deeply funded effort towards online furniture sales
- Managed remote team testing proprietary client & server-side texture mapping functionality.

Education

University of Arizona
Tucson, Arizona
Bachelor of Arts, Media Arts

Academy of Web Design SF
San Francisco, California
Degree Earned, 2001

Skillset

Development / Standards	HTML5/CSS3/JS, Bootstrap v3 ~ v4 , jQuery, jQuery Mobile, jQuery UI, WCAG 2.x / WAI-ARIA
Software / Tools	Unreal Engine (4.2x), Adobe CS: Photoshop, Dreamweaver, Illustrator, Lightroom, Bridge, Premier, MS Office Suite, FTP, JIRA/Confluence, Axure RP, Zeplin, Avocode
Process	Requirements gathering, In-browser UI design, Website prototyping, Style / standards guides, Mobile UX evangelist

Publications

WIRED Magazine

Jargon Watch: "Dooood" November 2004	Jargon Watch: "Mobile Speed Bumps" December 2004
Sweet Virgin Angel: Innespace August 2005, Story	FOUND, Articles from the Future November 2005: Concept: <i>Smart Diaper</i>
Do Look Down January 2006, Story	FOUND, Articles from the Future July 2006: Concept: <i>Canon CoolVue 2020 contact lens</i>
Photo Finishers: Digital Photo Services August, 2006	FOUND, Articles from the Future October 2006: Concept: <i>Motorola MOLR dental implant</i>
FOUND, Articles from the Future May 2007: Concept: <i>Clone/Host Reunion</i>	FOUND, Articles from the Future June 2008: Concept: <i>Wine Spectrometer</i>